

Detecting Volatility Shift in Data Streams

–Supplementary–

Algorithm 1: SEED Algorithm

```

1 Initialize window  $W$  as a list of blocks  $\{B_0, \dots, B_t\}$ 
  each with size of  $n$  ;
2 Boolean:  $hasDrift \leftarrow false$  ;
3 Integer:  $compressCount \leftarrow 0$  ;
4 for each  $t > 0$  do
5   |  $setInput(x_t, W)$ ;
6   | return  $hasDrift$ 
7 end
8 Function  $setInput$  (item k, List W)
9   |  $addElement(k, W)$ ;
10  | for every split of W into  $W = W_L.W_R$  do
11    |   | if  $|\mu_{w_L} - \mu_{w_R}| > \epsilon_{cut}$  then
12    |   |   |  $hasDrift \leftarrow true$ ;
13    |   |   | remove all blocks in  $W_L$ ;
14    |   | end
15    | end
16 end
17 Function  $addElement$  (item k, List W)
18  | if Block at tail of W is full then
19  |   | create a new Block  $B$  with content  $k$ ;
20  |   |  $W \leftarrow W \cup \{B\}$  (add  $B$  to tail of  $W$ );
21  |   |  $compressionCheck(W)$ ;
22  | else
23  |   | add  $k$  into tail block of  $W$ 
24  | end
25 end
26 end
27 Function  $compressionCheck$  (List W)
28   |  $compressCount++$ ;
29   | if  $compressCount = compressionInterval$  then
30     |   | for each two consecutive block  $B_t$  and  $B_{t+1}$ 
31     |   | do
32     |   |   | if  $|\mu_{B_t} - \mu_{B_{t+1}}| < \epsilon'$  then
33     |   |   |   |  $B_t \leftarrow merge(B_t, B_{t+1})$ ;
34     |   |   | end
35     |   | end
36 end
```

Algorithm 2: Volatility Detector

```

1 Initialize Buffer  $B$  and Reservoir  $R$ ;
2 Boolean:  $volatilityShift \leftarrow false$ ;
3 for each  $t > 0$  do
4   |  $j \leftarrow addToBuffer(x_t, B)$ ;
5   |  $addToReservoir(j, R)$ ;
6   |  $RelativeVariance \leftarrow \frac{\sigma_B}{\sigma_R}$ ;
7   | if  $Relative Variance \leqslant 1.0 \pm \beta$  then
8     |   |  $volatilityShift \leftarrow true$ ;
9   | end
10 end
11 Function  $addToBuffer$  (item k, Buffer B)
12   | add  $k$  as tail of  $B$ ;
13   | return head of  $B$ ;
14 end
15 Function  $addToReservoir$  (item k, Reservoir R)
16   |  $rPos \leftarrow random()$ ;
17   |  $R[rPos] \leftarrow k$ ;
18 end
```